THE SCOOBY-DOO/CTHULHU MYTHOS CONNECTION

by Professor Kayven

THE ORIGINS OF SCOOBY

First of all, it is my contention that that Scooby is in fact the last name while Doo is the first name.

Scooby is shared by Scooby Doo, Scooby Dum, and Scooby Dee. This seems to imply that Scooby is not a first name, but a family name. The Chinese used to place their family name first, while placing the name that signified their individuality second. Thus Doo is the name that picks the dog we all know and love from all other Scoobys. When we meet a dog named Scooby, we can be sure that somewhere in that dog's ancestory, we will find a common ancestor between Scooby Doo and this particular Scooby. What about Scrappy, you might ask? Well, remember that Scrappy is Scooby Doo's nephew. This means he is the son of a brother or sister to Scooby Doo. I postulate that Scooby Doo's sibling which sired Scrappy must have been a female relative, thus Scooby Doo's sister.

This makes sense because Scooby Doo's sister's children would take the family name of Scrappy's father. So Scrappy's father must have come from the house of Scrappy.

The most interesting part of all this is that it gives us a clue as to where Scooby Doo's ancestors come from. It isn't everyday that you see a talking dog, so where and who bred these animals? The naming practise of family name first points us toward China as being the birthplace for Scooby Doo's breed.

All of this breed resembles Scooby Doo, except for Scooby Dum who is obviously the child of a mixed marriage. Thus explaining the decrese in IQ. Theintelligence of Scooby's liniage must have been brought about by the breeding of intelligent dogs with other intelligent dogs exclusively, since Scooby Dum shows what can happen after one mixed breeding. Scooby Dum's grandchildren would be undistinguishable from the average dog. A scandle among the Scooby clan to be sure!

So, is there any evidence for such dogs in China? Well, in 1767 two "turqoise" porcelain "Dogs of Fo" were sold at an action (pgs. 376, 554 in Capt. F. Brinkley's China: Its History, Arts and Literature) for five times the price of any other items in the sale. These "Dogs of Fo" were lost in the last century and have never been recovered. Supposedly, these "Dogs of Fo" were representaions of dogs who were highly inteligent. They supposedly existed in the far eastern provinces of the Chinese Empire. They are described as being "similar to Great Danes in appearance" by Capt. Brinkley.

Now in trying to find out who "Fo" was, I came up with only one person: the emperor Fo Hsi (a.k.a. Fu Hsi). Fo Hsi was the Chinese emperor in 2852 B.C.

Legend has him as the man who taught the people marriage, music, writing, painting, fishing, the domestication of animals, and he is the creator of the I Ching. With the combination of having the enthusiaim for education and culture and of having the skills of domesticating animals, it isn't too hard to see how Fo Hsi might have tried to domesticate dogs into lovers of education and culture. No doubt the existence of such animals was hidden away given the many wars and unrest throughout the ages.

So what do this, you are asking, have to do with the Cthulhu Mythos? Well, the link lies in Fu Hsi. According to legend, Fu Hsi was rewarded for his many contributions to society and morals with the gift of immortality. This gift, bestowed upon him by the personification of the feminine principle of yin, Hsi Wang Mu, came in the form of a golden peach which kept its devourer from the clutches of death. Fu Hsi, and his wife Nu Wa, found themselves as one with eternal nature and knowing this state to be contrary to the position of emperor (for balance demands the change of power occasionally), Fu Hsi retired to the mountains and hid himself to

the world along with his remaining talking dogs.
It was here that Fu Hsi sought the secrets of alchemy and magic. Slowly, Fu Hsi gained followers and assistants. Some came seeking the great emperor for his wisdom, others sought his rumoured success at the Elixir of Life, still others merely wished to escape the rule of whoever the present emperor was and found themselves accidentally coming upon the hidden kingdom of the Deathless Emperor Fu Hsi.
After several centuries, this cabal or a small part of it eventually rejected their beneviolent emperor and rejected the notion that their secrets of alchemy, magic, and the reality of Earth's prehistoric past should be hidden entirely from the world. They in fact wished to use their knowledge to increase their control and domination of China and to bring about a new age where they they would be like the Great Old Ones themselves. Free and wild and beyond good and evil. Immortality combined with power in a world where nothing stood between them and a holocaust of ecstasy and freedom. They formed themselves into a Council of Seven and declared themselves the Kuen-Yuin. They took as their symbol the Chinese hieroglyphic meaning "the higher" or "the one above". From the Thugs of India to the Dacoits of Burma, they slowly began to infiltrate various secret societies and cults to do their bidding. They set themselves up as a sort of Eleusinian Mystery of the East holding to the belief that one day an Empress would rule over mankind. An Empress who remains always young and beautiful thanks to a series of reincarnations that also allow her to contain the wisdom of the ages. An Empress who exists to this day near the Tibetian town of Kathmandu as the Living Goddess of Patan, a girl whose attendants, maidens of good family, are selected for their personal charms and rendered dumb in order that they may never report what they see and hear. To those cults that know the truth of the Great Old Ones, no disguise is necessary for the Kuen-Yuin to wear.

THE SCOOBY SNACK
Now since I have argued that Scooby's family comes from China, it only follows that Scooby Snacks must come from China as well. So taking an old China recipe and adding various ingredients found in Chinese legend and lore, we come up with a tasty snack. (And probably expensive too. That is why they never gave too many snacks at one time.)
First get a half a cup of chocolate. Put in a bowl and place over a pot of boiling water until melted. Then remove from heat and add one and a half tblsps. of corn syrup and one cup of sugar and mix. Then take one teaspoon of instant coffee powder, two-thirds a cup of hot milk, one teaspoon of Ginsing, and half a teaspoon of nutmeg and stir into the mixture. Add half a cup of chopped walnuts, one cup of Graham Cracker crumbs and one tablespoon of vanilla. Mix well.
Shape into about 35 balls or cylinders. Chill for twenty four hours then remove.
Now the only objection to this recipe being the Scooby Snack is that chocolate is poison to most dogs, however the point is that it is not ALWAYS poison.
Some dogs can eat chocolate and not get sick at all. Scooby is probably one of these dogs. This is obviously why the box is called Scooby Snacks and not Doggie Treats. Whoever is producing this Snack must be aware that only Scooby dogs are capable of eating it and I suggest that Scooby Snacks is a Chinese company in Hong Kong that is attempting to sell Scooby Snacks as human treats not doggie treats. The fact that later in the series Scooby had no trouble at all in getting as many Scooby Snacks as he wants presents the possiblity that this company was shutdown and is now operating solely for the benefit of Scooby and other dogs of his breed thanks to the human protectors of the dogs, a group possibly known as the Followers of Fo.

Name: Freddy Jones
Occupation: Meddling Kid
Age: 19
CHARACTERISTICS:

STR:	14	DEX:	16	INT:	13	Idea roll:	70%
CON:	14	APP:	16	POW:	14	Luck roll:	70%
SIZ:	15	EDU:	13			Know roll:	65%

Damage Bonus: +1d4
SANITY POINTS: 70
HIT POINTS: 15
MAGIC POINTS: 14
SIGNIFICANT SKILLS:
Accounting 20%, Bargain 20%, Climb 55%, Computer Use 25%, Conceal 15%, Credit Rating 35%, Devise Elaborate Trap 60%, Dodge 35%, Drive Auto 50%, Jump 35%, Mechanical Repair 40%, Persuade 20%, Read English 65%, Scoff at Supernatural 30%, Sneak 20%, Spot Hidden 50%, Swim 35%, Throw 35%
WEAPONS:

Fist/Punch	60%	1d3+1d4
Head Butt	10%	1d4+1d4
Kick	35%	1d6+1d4
Grapple	35%	special

ROLE-PLAYING NOTES
You and Daphne have been a steady couple for years, although you have more interests in common with Velma, who is usually the most helpful in resolving the

mysteries. Shaggy is a good friend and he always has something to feed the group's head. You do the driving and tend to take the lead in the investigations, although you never really order anyone around. You are quite skeptical of the supernatural and think Daphne's fascination with it is silly. You know there is always a rational explanation for everything.
Quotes:
"I think this is a clue!"
"Come on gang, let's go!"
"Not so fast! There's a mystery here to be solved!"

Name: "Danger-Prone" Daphne Blake
Occupation: Meddling Kid
Age: 19
CHARACTERISTICS:

STR:	10	DEX:	16	INT:	11	Idea roll:	55%
CON:	15	APP:	17	POW:	13	Luck roll:	65%
SIZ:	10	EDU:	11			Know roll:	55%

Damage Bonus: none
SANITY POINTS: 65
HIT POINTS: 13
MAGIC POINTS: 13
SIGNIFICANT SKILLS:
Accounting 15%, Cheerleading 50%, Cradit Rating 45%, Dodge 32%, Hide 25%, Listen

35%, Occult 15%, Speak French 15%, Persuade 65%, Ride 30%, Set Off Trap 50%, Sneak 20%, Swim 30%
WEAPONS:

Fist/Punch	40%	1d3
Head Butt	10%	1d4
Kick	25%	1d6
Grapple	15%	special

ROLE-PLAYING NOTES

You are Fred's girlfriend and your family is even wealthier than his! Velma is your best friend and you have a motherly affection for Shag and Scooby. You love

mysteries even if the other are better at solving them than you are. People call you "danger-prone," but you know that's silly; you just have some bad luck now and again. You are fascinated with the supernatural and keep a ouija board in the Mystery Machine. Monsters are scary, and probably icky as well.

Quotes:
"Eeeeeeek!!!"
"Jeepers, guys!"

GAMEMASTER'S NOTE: Daphne's "Set Off Trap" skill operates automatically in any situation the gamemaster sees fit.

Name: Norville "Shaggy" Rogers
Occupation: Meddling Kid
Age: 18
CHARACTERISTICS:

STR:	9	DEX:	12	INT:	13	Idea roll:	65%
CON:	14	APP:	11	POW:	12	Luck roll:	60%
SIZ:	11	EDU:	12			Know roll:	60%

Damage Bonus: none
SANITY POINTS: 50
HIT POINTS: 13
MAGIC POINTS: 12
SIGNIFICANT SKILLS:
Anthropology 20%, Bargain 35%, Conceal 25%, Credit Rating 10%, Disguise 25%, Dodge 30%, Eat Voraciously 60%, Ethno-pharmacology 55%, Fast Talk 40%, Flee in Panic 65%, Hide 25%, Jump 35%, Occult 15%, Pharmacy 40%, Read English 60%, Sneak 20%, Spot Hidden 40%
WEAPONS:

Fist/Punch	40%	1d3
Head Butt	10%	1d4
Kick	25%	1d6
Grapple	25%	special

ROLE-PLAYING NOTES
You are interested in two things: food and conciousness expansion. The later pastime may explain why you are always the first to see the ghosts. Familiarity with the supernatural (even when it proves to be a fake) has not bred contempt: the creepies still scare the willies out of you! Your courage is as thin as you are and nust be nurtured with ample quantities of food, especially Scooby-Snacks. You and Velma are sort of a couple, though you remain a bit fuzzy on the whole "date" thing. Your ambition is to attend UC Berkeley, study Ethno-Pharmacology, and go to the Amazon for some really weird drugs.
Quotes:
"ZOICKS, Scoob!"
"Like, wow, dig these crazy costumes!"
"Scooby-Doo, where are you?"

Name: Scooby-Doo
Occupation: Meddling Great Dane
Age: 6
CHARACTERISTICS:

STR:	15	DEX:	16	INT:	15	Idea roll:	35%
CON:	13	APP:	14	POW:	15	Luck roll:	75%
SIZ:	13	EDU:	5			Know roll:	15%

Damage Bonus: +1d4
SANITY POINTS: 65

HIT POINTS: 13
MAGIC POINTS: 15
SIGNIFICANT SKILLS:
Climb 30%, Disguise 25%, Dodge 30%, Eat Voraciously 85%, Fine Manipulation with Forepaws 25%, Flee in Panic 60%, Hide 20%, Jump 20%, Read English 20%, Sneak 20%, Speak English 50%, Sneak 20%, Track by Scent 75%, Walk Erect 30%
WEAPONS:

Fist/Punch	25%	1d3+1d4
Head Butt	25%	1d4+1d4
Kick	25%	1d4+1d4
Bite	30%	1d8

ROLE-PLAYING NOTES
You are loyal to three things: to Shaggy, to his friends, and to your stomach, not necessarily in that order. Your unusual abilities (for a Great Dane) are put

in the service of solving mysteries, even though you must often be bribed with your special Scooby-Snacks. Anything spooky scares the wits out of you. Oh, Shaggy¹s got a pizza! You had better go eat it before he finishes tying his bib on...

Quote:
"Ragg-gee!"
"Rooby-Dooby-Doooooooo!"

GAMEMASTER'S NOTE: Scoob must roll for each use of his Fine Manipulation, Speak English, and Walk Erect skills. Failure means that said skill did not work at all.

Name: Velma Dinkley
Occupation: Meddling Kid
Age: 18
CHARACTERISTICS:

STR:	9	DEX:	14	INT:	17	Idea roll:	85%
CON:	16	APP:	15	POW:	16	Luck roll:	85%
SIZ:	8	EDU:	14			Know roll:	70%

Damage Bonus: none
SANITY POINTS: 85
HIT POINTS: 12
MAGIC POINTS: 16
SIGNIFICANT SKILLS:
Anthropology 40%, Archeaology 45%, Astronomy 15%, Biology 20%, Chemistry 10%, Computer Use 30%, Credit Rating 20%, Dodge 28%, First Aid 40%, Geology 15%, Hide

25%, History 40%, Library Use 50%, Occult 25%, Persuade 25%, Psychology 20%, Read Chinese 50%, Read English 85%, Read Latin 20%, Sneak 30%, Spot Hidden 65%
WEAPONS:

Fist/Punch	50%	1d3
Head Butt	10%	1d4
Kick	25%	1d6
Grapple	25%	special

ROLE-PLAYING NOTES
Your parents are Marine Biologists and you inherited their intelligence and inquisitiveness. You ace all your classes which leaves you lots of time to "experiment" with Shaggy, and to solve mysteries, which is your great love. You want to know what is at the bottom of everything! You value Fred for his ability

to devise traps for the "ghosts," though you wish Shag and Scooby would stop getting caught in them (even if they do always seem to catch the culprit anyway.) You like Daphne, even if she does always manage to find the secret trapdoors the hard way.

Quotes:
"JINKIES!"
"Look, guys, a clue!"
GAMEMASTER¹S NOTE: Velma is extremely nearsighted. If deprived of her glasses, reduce all applicable skills by half.

THE MYSTERY MACHINE (circa late-1960s)

WEIGHT: 2.6 tons	LENGTH:14'2"
MAX. SPEED: 60 mph	WIDTH: 6'1"
HEIGHT: 6'2"	ENGINE: 6-cylinder
RANGE:300 miles	MILEAGE: 15(city)/18(hwy)mpg
MAX # OF PASSENGERS: 6	

SAFE SPEEDS (no Drv roll): 0-40
RISKY SPEEDS (make Drv roll): 40-60
HANDLING: +15 (add to Drv skill)
ARMOR BONUS: +2
HIT POINTS: 40
DAMAGE: 5D6

With the front of a VW bus, the body of a Citroen Camionette, the rear of a Chevrolet van, the Mystery Machine is a unique vehicle well suited for the transient lifestyle of our hapless investigators. It has two racks on the roof to carry oversized items, a removable couch-like back seat that can fit three people, and a large enough workspace in the back to carry Velma's radar device. Its funky flower design is sure to garner attention and help reduce the stress on those cold dark nights during an investigation.
ROLE-PLAYING NOTES
The Mystery Machine was bought by Daphne's money, fixed up by Fred, equipped by Velma, and decorated by Shaggy and Scooby. For this reason, your whole gang sees

the Mystery Machine as being an essential part of Mystery Inc's lifestyle and work. Its a haven from the elements (natural and supernatural) and a mode of travel. Without the Mystery Machine, you would be not only stranded physically, but its likely that your investigations would suffer from the lack of the resources which you have carefully packed inside the van. (Whether it be that map of the North Carolina coast hidden in the glove compartment or that box of Scooby Snacks under the driver's seat.) As long as the van exists, your business

of Mystery Inc has the best office in the world of ghosthunting.... a mobile one.
GAMEMASTER'S NOTE: While the Mystery Machine is a valuable tool, it is also a somewhat unreliable one. Here are some stats to use for the "Machine."
Flat tire: 10%
Flat tire on a deserted country road: 30%
Overheated radiator: 10%
Overheated radiator near a haunted house: 23%
Headlights problems: 5%
Headlight problems while traveling through fog: 29%
Steering problems: 3%
Steering problems when Daphne is driving: 65%
Brakes failing: 8%
Drive away with a zoom in the nick of time: 80%